

FIG. 1

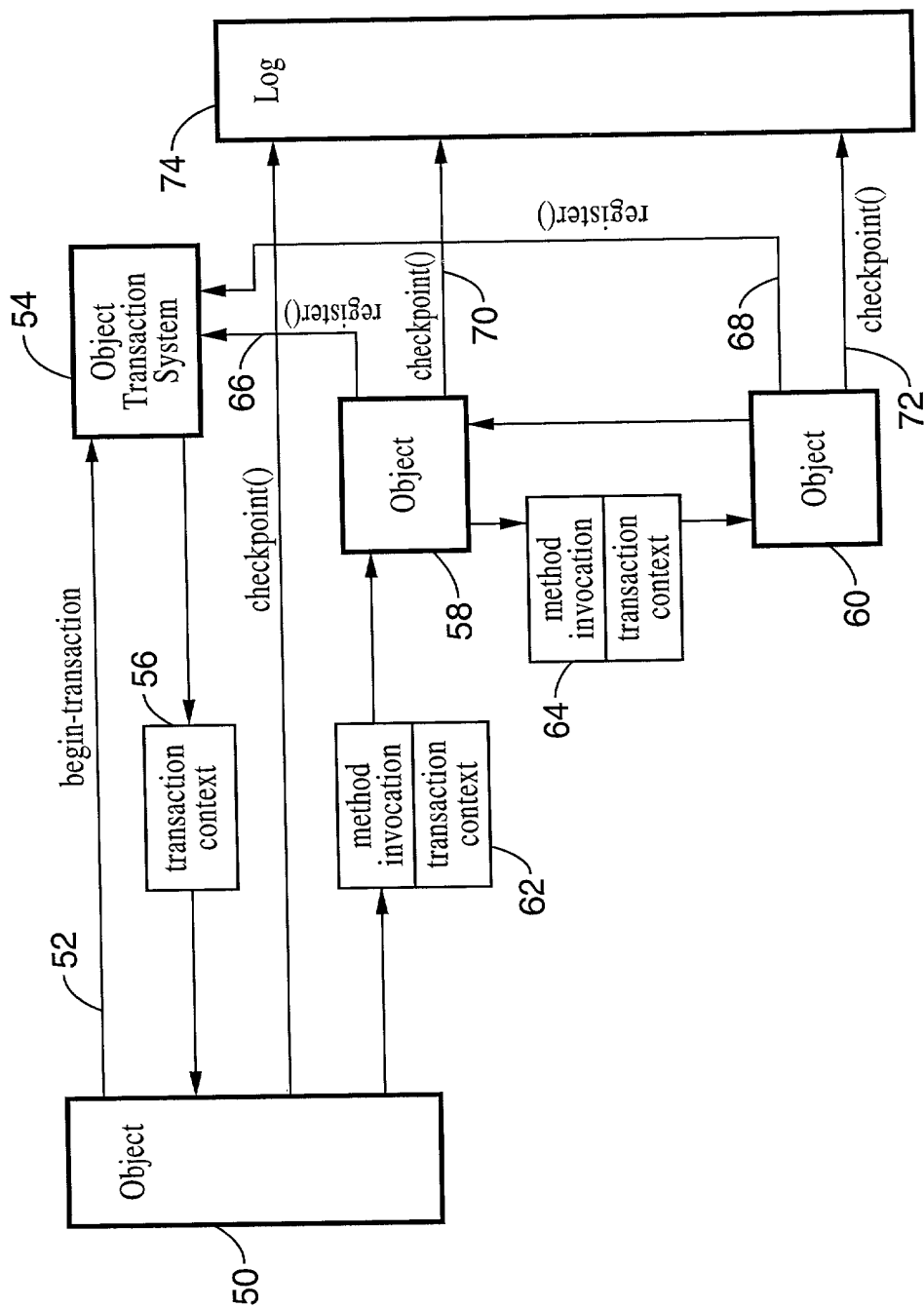


FIG. 2

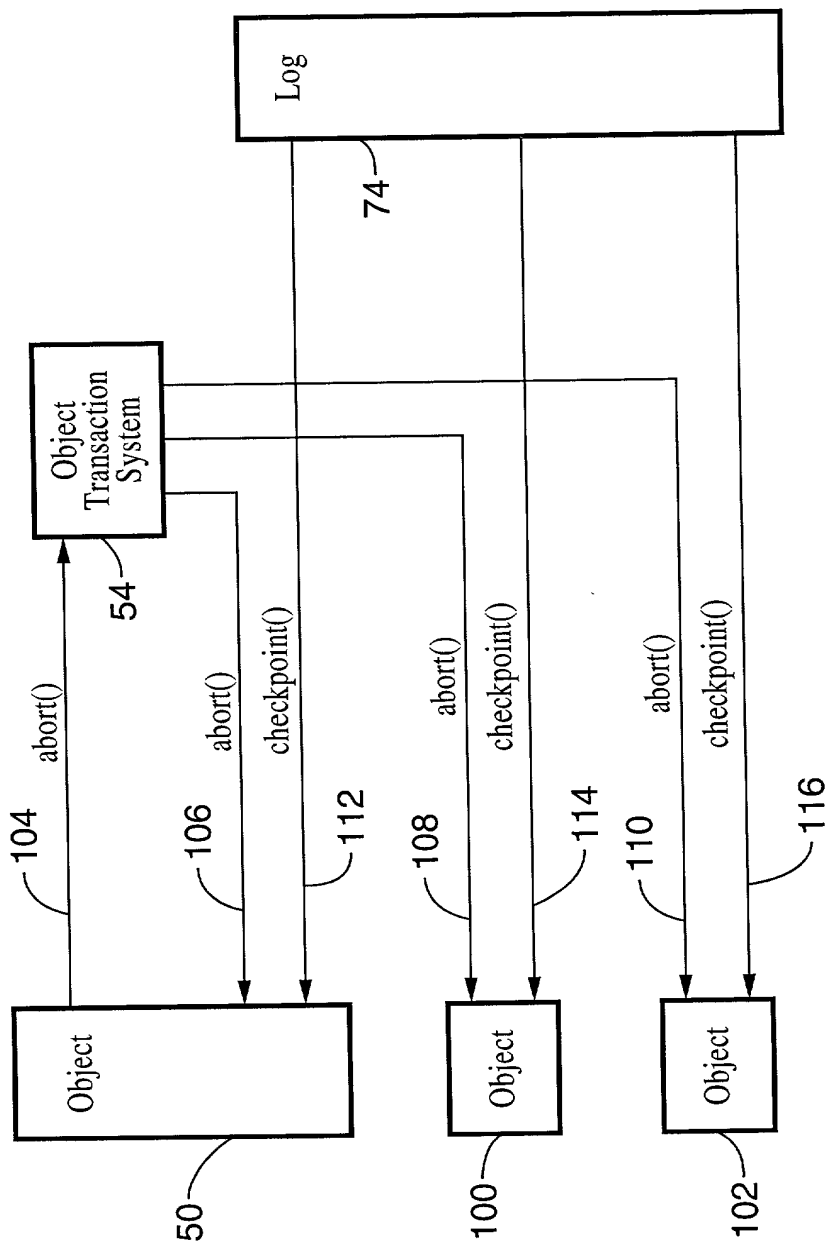


FIG. 3

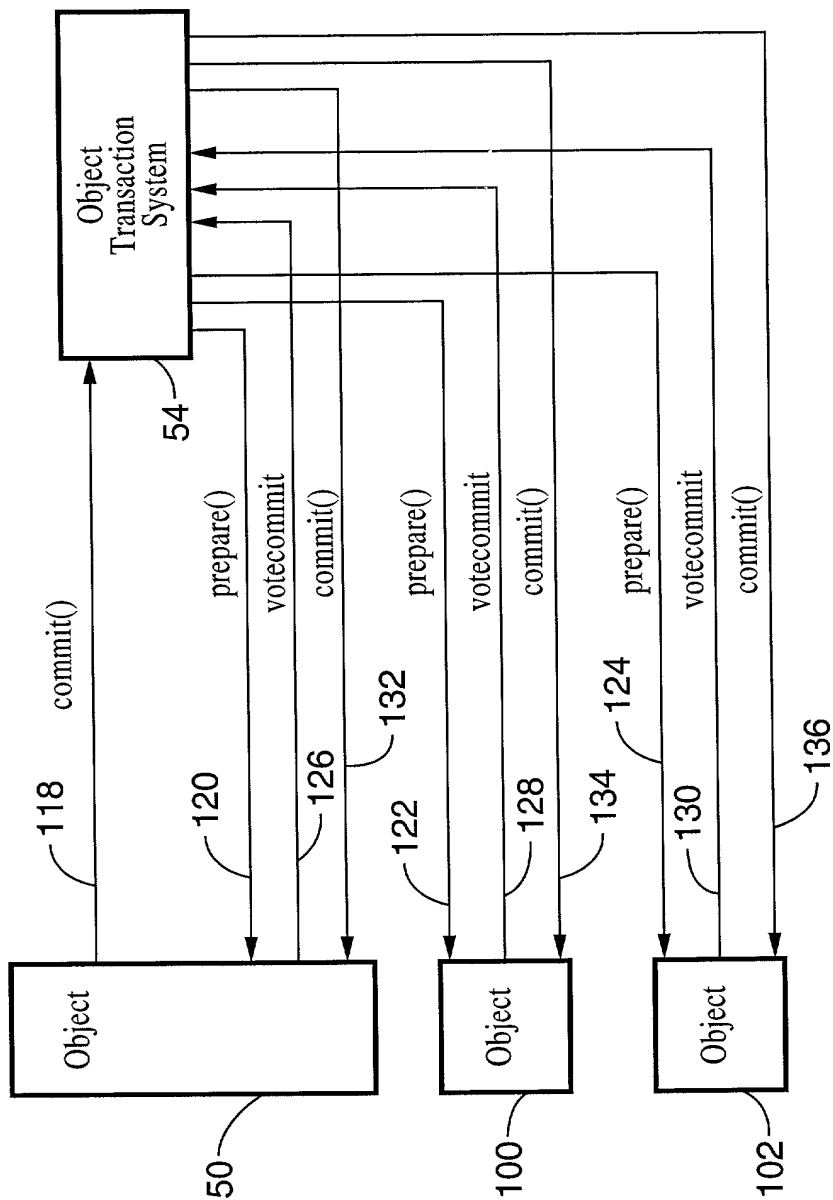


FIG. 4

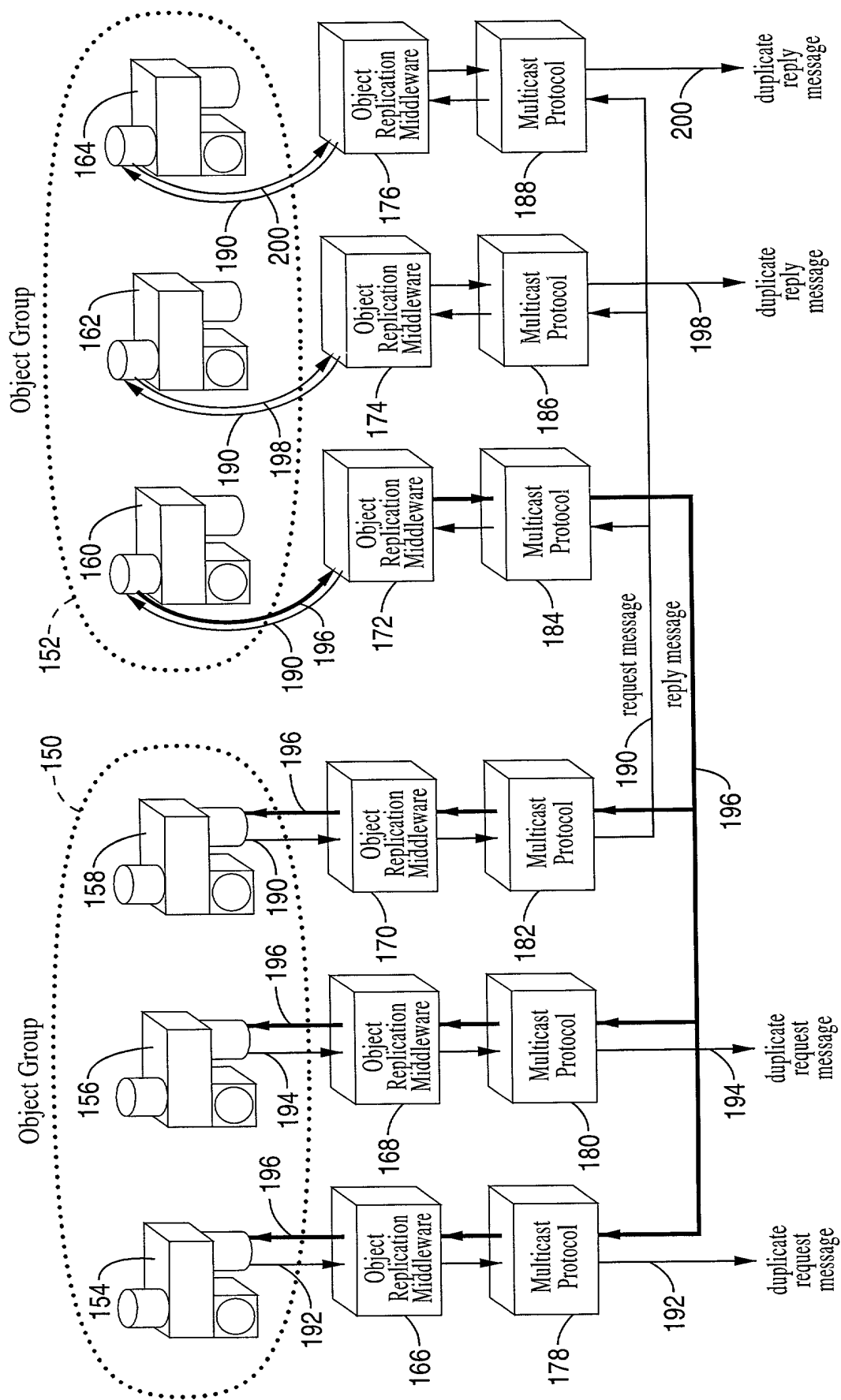


FIG. 5

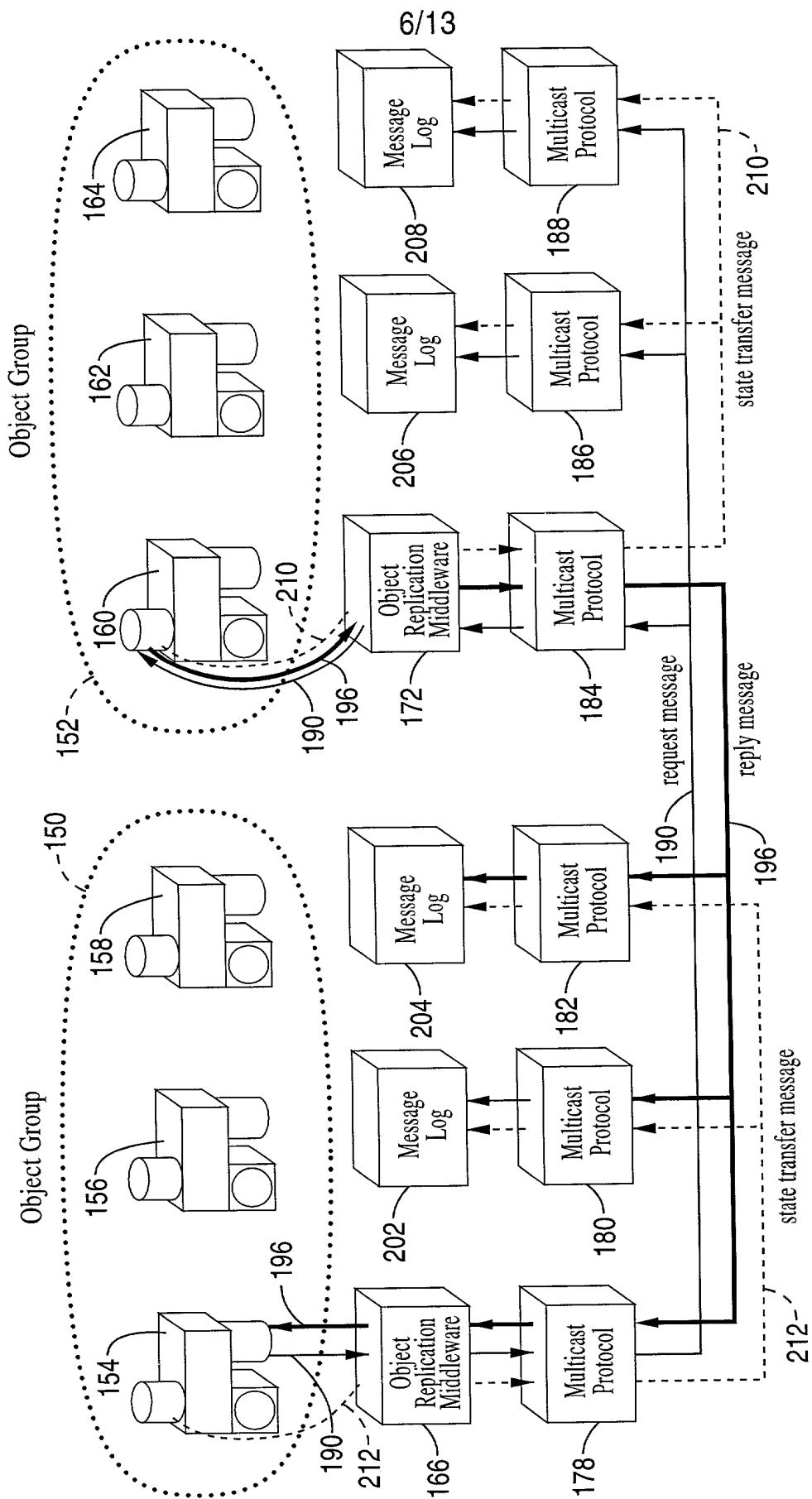


FIG. 6

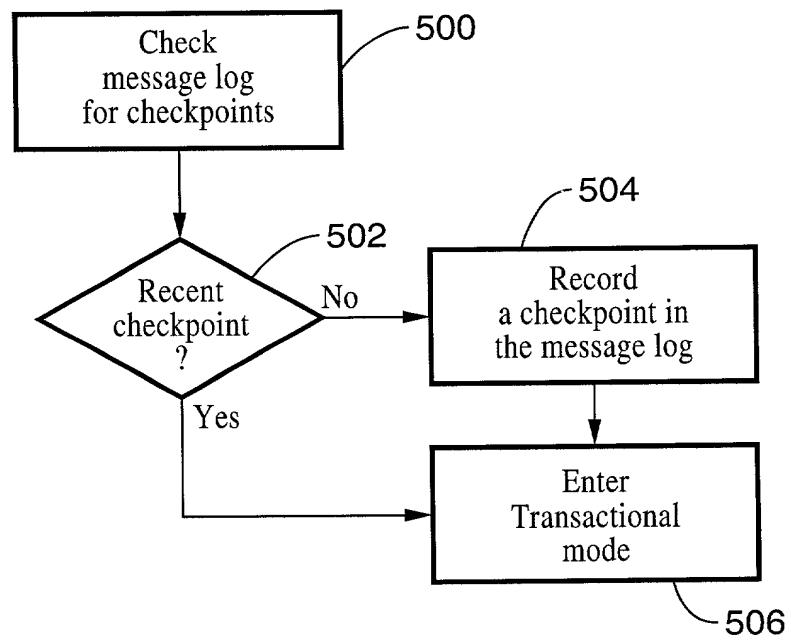


**FIG. 7**

	Client object C	Server object S	Action of Networked Enterprise Server (NES)
Case 1	not in any transaction	not in any transaction	NES passes C's request message to S for processing 400
Case 2	not in any transaction	in transaction Ts	NES queues C's request message until transaction Ts commits and terminates 402
Case 3	in transaction Tc	not in any transaction	if C and S are within the same fault tolerance domain then NES passes C's request to S which enters the transaction 404 else NES rejects C's request 406
Case 4	in transaction Tc	in transaction Ts	if Tc = Ts then NES passes C's request to S which processes C's request 408 elseif C and S are within the same fault tolerance domain then NES queues request message until transaction Ts commits and terminates, and then NES passes C's request to S for processing 410 else NES rejects C's request 412
Case 5	—	Server object S	server object S enters new transaction 414

FIG. 8



**FIG. 9**

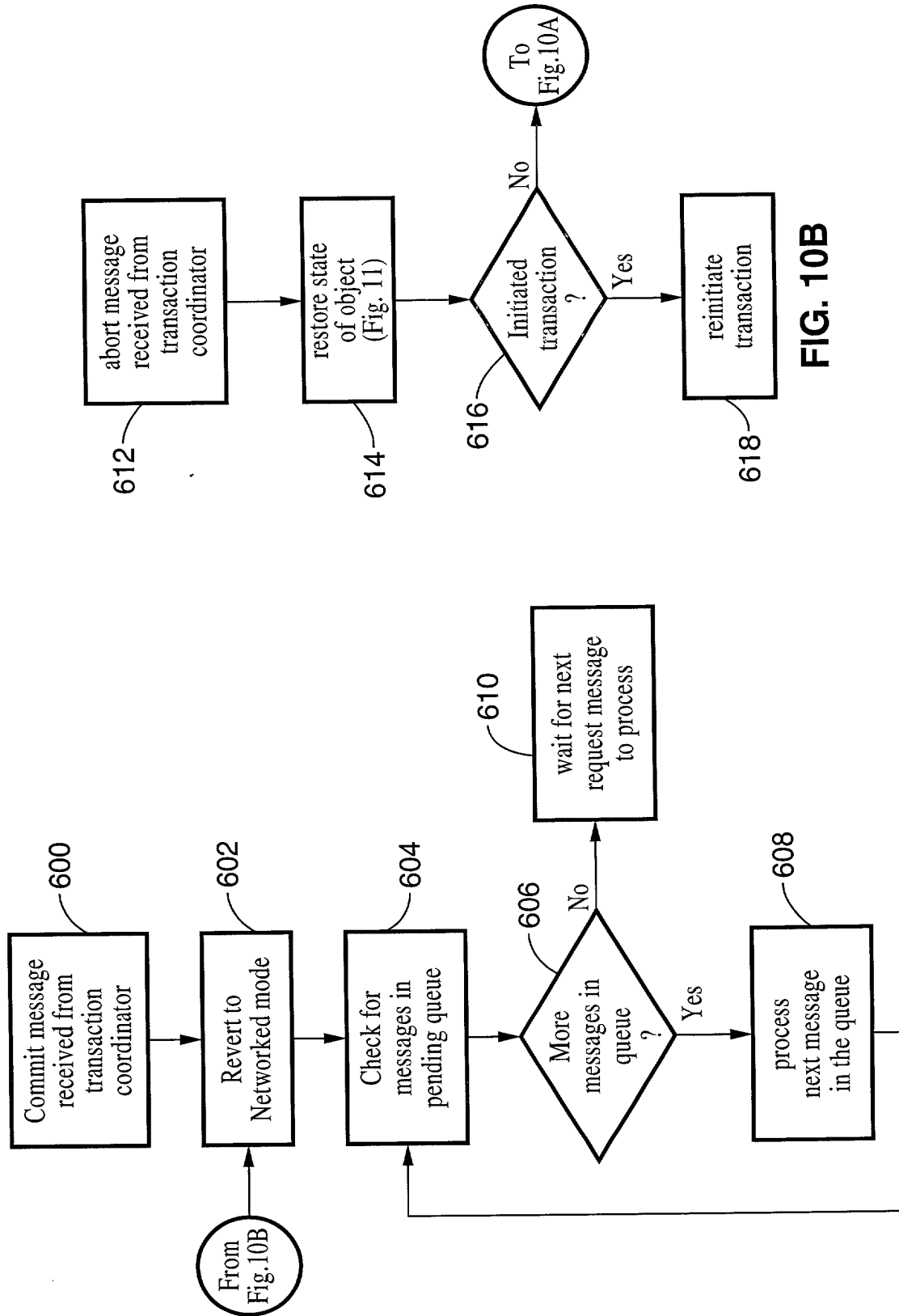


FIG. 10A

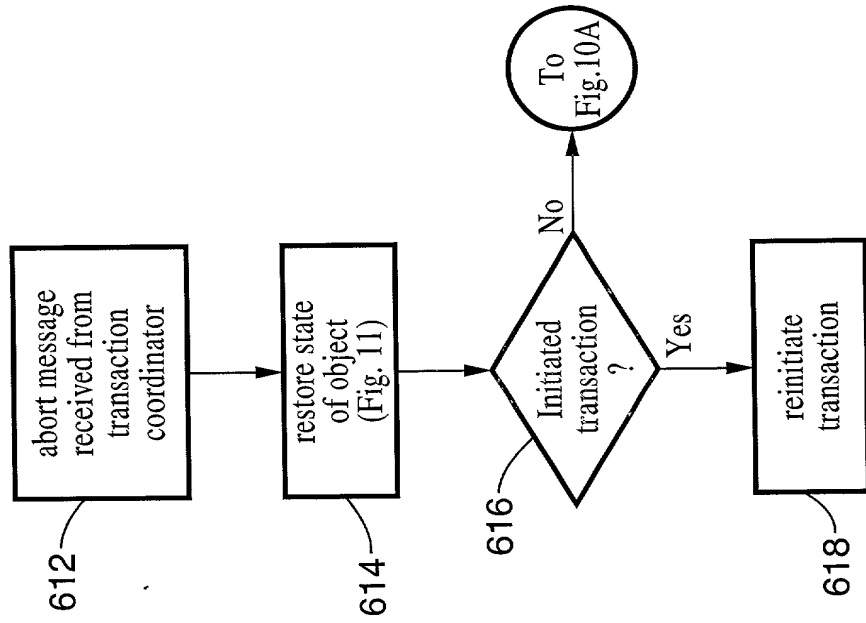
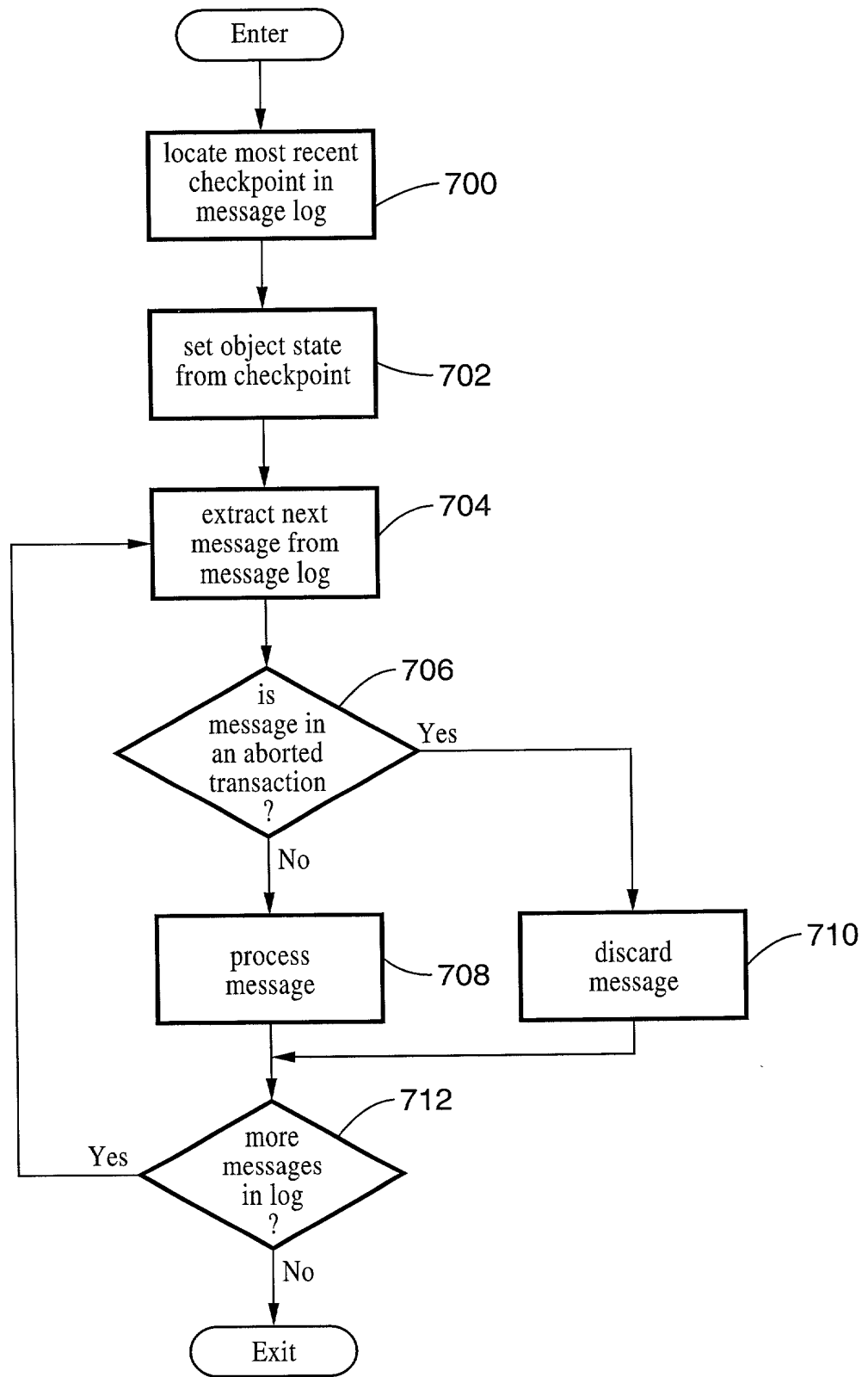


FIG. 10B

**FIG. 11**

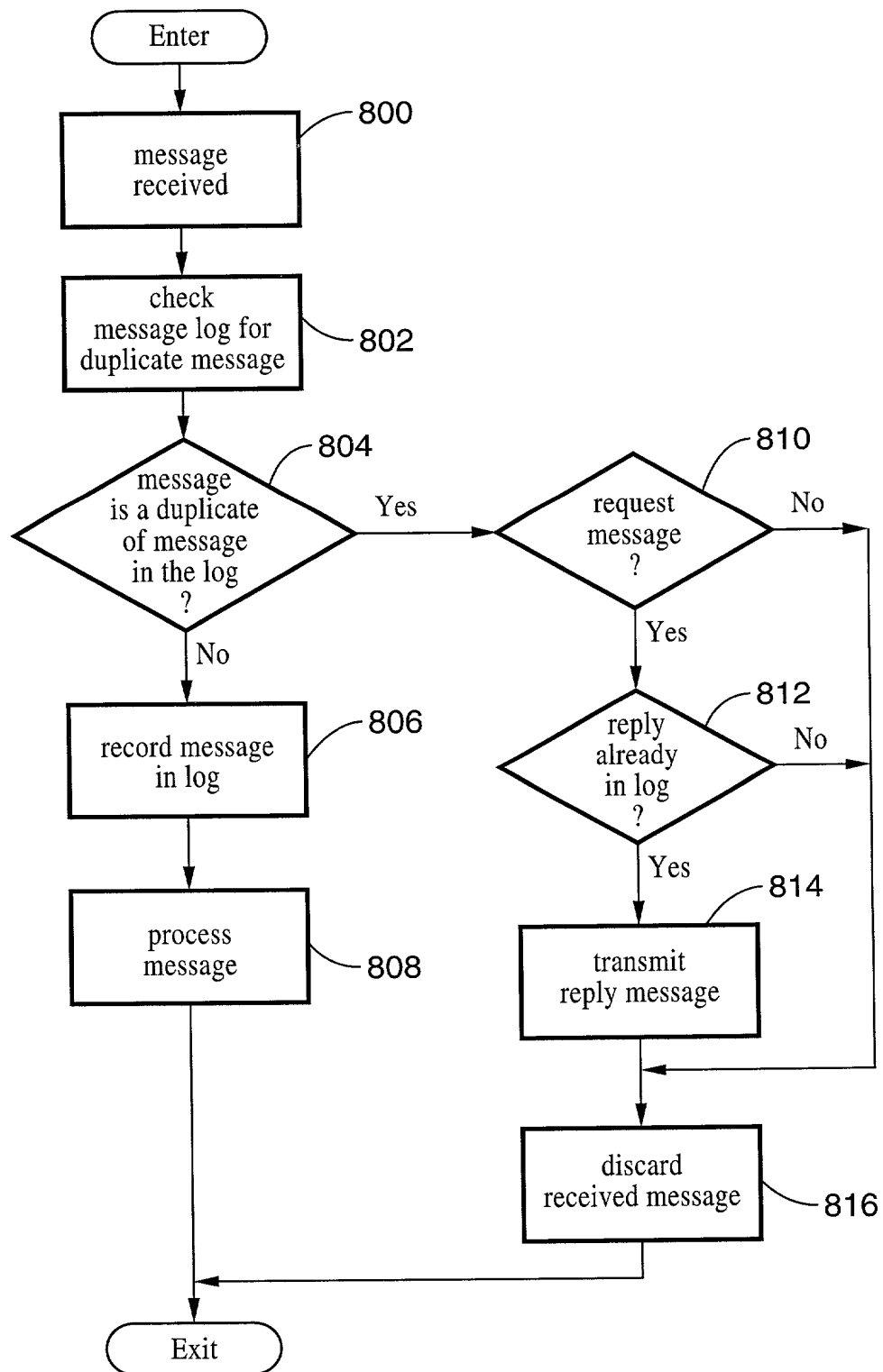


FIG. 12

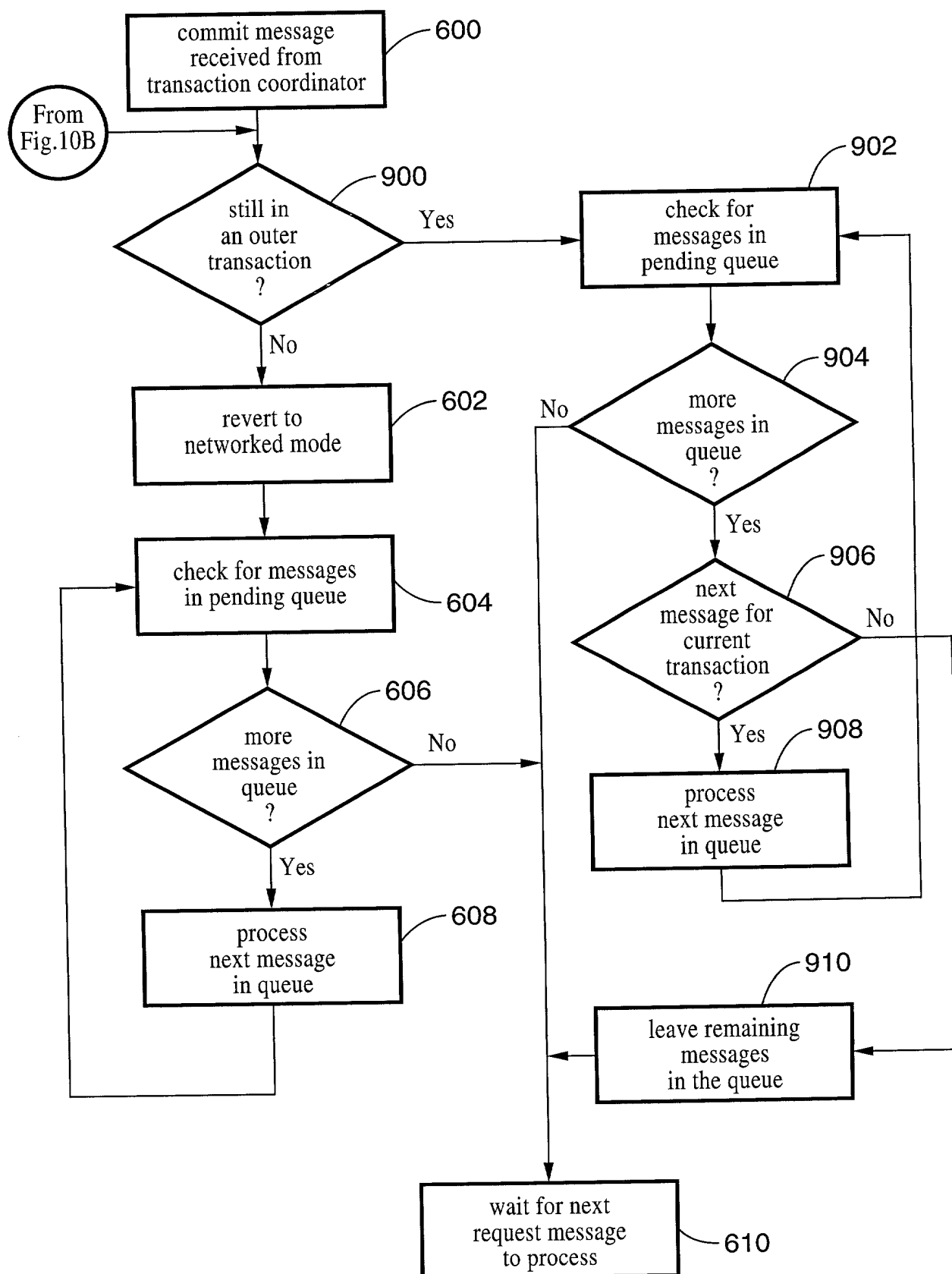


FIG. 13